

YE OLDE SHOP OF CURIOS

(STOCK TAKE #287)



he following items were generated from my [DMSGuild:Random Resource](#) spreadsheet with a little bit of flair added in. They were found in my home game; perhaps some other band of adventurers may stumble across them.

WEATHER STONE

This smooth, worn stone is about the size of a clenched fist. It is light grey with a sparkle that catches the sunlight.

Activation: - none; always active

- This stone (and a 3mm space around it) is displaced in time from 12 hours in the future.

SHADOW FEATHERS

A bundle of (D4 x 3) black feathers that have been enchanted and have some tiny inked symbols on the quill.

Activation: burn the feather (2 rounds)

- The smoke produced stays in place and can be sculpted in the air while being formed and after it's formed. (Artistic DEX roll to form specific shapes)
- Each feather can produce 10x5x5ft of smoke and can be snuffed out when the desired volume is reached
- The smoke can only be seen through if it's less than 5cm thick.
- It will suffocate for 1D6 damage every round it's in the lungs.
- The smoke will dissipate after 12 hours

SYMPATHY BELLS

A small wooden lined box containing a set of (D10 + 1) small metallic bells arranged in a circle around one of a different metal. Each bell has a subtly different pitch.

Activation: central bell strung up and ring one of the smaller bells

- The central bell can't ring on its own but will ring with the same pitch as any of the smaller bells that are rung.
- A bell cannot ring when it's lying down or smothered.
- They have a range of 1 mile

LADDER ARROWS

5 metallic arrows with rounded heads and an eye on the feathered end. Each has a different coloured spool of chord attached (100ft) that has a 150lb tensile strength.

Activation: strike arrow head against a surface

- Range is halved and the unusual weight gives a -1 to the AC. Damage is 0 + Dex modifier.
- Arrow adheres to whatever it strikes (STR 20DC to remove) shaft thickens to a 5cm flat platform that can hold 300lb
- Arrow detaches and reverts after 30 seconds

CHAMELEON BLANKET

Plain woven wool travel blanket (8ft x 8ft) with an embroidered edging of leaves and vines.

Activation: open and remain at rest for 1hr

- When edges touch each other (ie folded), blanket reverts to its natural state
- Colour and texture of whatever edges touch slowly spread over blanket during a 1hr period
- Basic perception DC of 20 to tell blanket from surroundings.

GLIDING BOOTS OF SPEED

Leather boots with some rigid ribbing and heavy duty straps to keep ankles secured.

The sole has some embedded half-dome gems that make them not very comfortable to walk in normally.

There are branded glyphs running around the cuff and join with similar where the body of the boot meets the sole.

Activation: touch glyphs on the cuff in a certain order.

- Boots will hover 1-2cm above most bearing surfaces and provide an almost frictionless resistance.
- Movement speed is doubled, however an Acrobatics check is needed for turning corners, stopping or going up/down stairs. (Difficulty lowered with practice)
- Cannot push things while active and automatically fail any checks to avoid being shoved or pulled (will be moved twice as far)

NECKLACE OF REASSIGNMENT

A silver chain necklace with a pendant in the shape of an overlapping male/female symbol.

Activation: Wear necklace once attuned.

- Requires attunement
- During attunement, wearer's gender physically changes. (No change to stats or clothing) Wearer retains hair colour & style, skin tone, scars and tattoos.
- First time worn roll a Charisma save:
 - DC5: result is androgynous; could act either male or female.
 - DC10: would be mistaken for a twin/sibling.
 - DC15: become stereotypical reversal of gender.
 - DC20: your form is a truly magnificent specimen that you slip into with ease: You can choose to use your knowledge to your advantage on any CHA rolls when interacting with your true gender.
- Transformation either way takes 1min once attuned.
- DM's discretion what happens to any unborn when wearer transforms.

DAEGON'S THIRST STRAW

A hollowed length of bamboo about 20cm in length and 1cm in dia.

Etchings burned into the side indicate a direction of flow and a cryptic/rude warning about sucking and blowing.

Activation: suck or blow into either end of the straw.

- With the direction going up, sucking will draw up to 10 litres of liquid into it.
- With the direction going down, blowing into it will release whatever liquid has been taken into it.
- Blowing into the straw with the direction going up will release the liquid into the mouth of whatever is blowing into it. (May cause drowning)
- Sucking with the direction going down will try and absorb the user's liquid (blood) into it.
- How hard the user blows/sucks will determine how quickly the liquid is drawn in/expelled:
 - it can be a slow trickle; taking an hour to drain/fill 1 litre
 - it can be a fast, powerful blast; taking about a minute to expel/extract a full 10 litres
- it will continue it's action until the non-working end is blocked or it is full/empty.

RING OF INFATUATION

This dark wooden ring is carved in a Mobius loop with the grain following the curvature of the ring.

Activation: trace the 'outside' of the ring once fully.

- User will believe they have only been looking at it for 6 seconds when 1 hour has passed.
- Physical damage will "wake" the user from the trance.

SMITH'S COIN

This cream coloured ceramic disc has arcane runes precisely etched into the top surface. The underside is a smooth metal that is attracted to other metals like a magnet (even if the other metal is non-magnetic).

It is 10cm in dia and has small black pearl in the centre. It comes in a red velvet draw-string pouch embroidered with an artisan guild crest.

Activation: Place onto metal (or flip and place small metal thing on the metal side). Will adhere to any metal.

- The object it is attached to heats up to 1500° C, raising by 100° per 6 seconds.
- The disk is rotated to adjust the temperature with the central pearl glowing from black to red to yellow to white as the temperature rises.
- Heat will start to dissipate 2m from the disk and will not have an effect on anything 3m from it.
- Flesh in contact with the metal will take 1D6 damage per 100° per round. (1D6 burn damage for just touching it.)
- Removing the disk will end the heating process, but the metal will still need to cool or be quenched.
- The disk will maintain the temperature for as long as it is in contact with the metal. It has enough charge for 12 hours of uses.
- Every hour of use requires the disk to be heated in a normal fire for an hour to re-charge (It cannot be damaged by fire or temperature based damage).
- Although not intended and unknown even when identifying, the disc can be rotated backwards to freeze the metal, turning the pearl blue to white. (same damage and rules apply)